

New Bedlam

Asylum™

By Chris Avellone



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New Bedlam AsylumTM

Version 1.0

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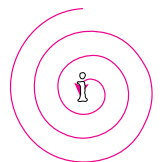
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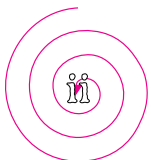
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Foreward

A Word of Warning

New Bedlam Asylum deals with mature themes, and GMs should be aware that using such subject matter in role-playing games requires a certain level of maturity and caution. Some players may find the subjects contained herein uncomfortable, and GMs should take this into consideration.

Sensitive readers, however, should also keep in mind that *New Bedlam Asylum* is a work of fiction. Neither the author nor Hero Games condones any of the activities mentioned in this book... except, of course, compassionate care for the mentally ill, making sure the criminally insane are properly confined and treated, and spreading the knowledge of what constitutes mental illness so that others may learn from it.

Author's Note: There has been a tendency on the part of the media and Hollywood to portray mental institutions in a negative light; nevertheless, while mental health care still has a long way to go, it has improved vastly since the days of "One Flew Over the Cuckoo's Nest." The Asylum in these pages is an *unconventional* institution and should not be seen as a realistic depiction of a modern-day mental hospital.

Dedication

First of all, this book is dedicated to everybody who has driven me crazy over the years. You know who you are. Rest assured that I will find you and destroy you.

Second of all, this book is dedicated to the following people, without whom this book would have lacked something special. For their time and help, I am grateful. Thanks.

Brad Reed provided the personalities of Dr. Masters (Hegemon), Jimmy the Kidney-Eating Killer, and dozens more clever, creative and amusing patients who did not have a chance to appear in these pages (stay tuned). He is also responsible for naming some of the sections of Fell's Point and for fleshing out various inhabitants of the peninsula. He is talented and gifted. Ask him... he will tell you so.

George and Kristine: George "Albert E. Jones" Sedgwick and Kristine "Lion" Evans provided me a ton of research material that came to comprise a majority of the raw data for chapter three. On top of that, they're great friends and really nice people.

Steve Long took a break from writing the next hundred Hero books to provide the research material for "Insanity and the Law," editing suggestions, and held competency hearings on most of the characters in this book and in *Underworld Enemies*. You may not have seen these things in the text, but they'll be coming along in some form soon.

Amy Crittenden: Nurse, author, superheroine... in addition to her help with the Psychotech appendix, the Staff chapter, and general editing, Amy also made a concise "quick sheet" for the *Horror Hero* Shock and Stress rules that helped me actually understand the Hero Insanity Rules.

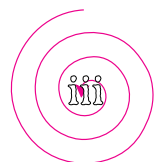
Mark Arsenault provided Asylum security, editing, and laid down the law throughout the text.

Thuy Dang just because he's cool.

The Fell's Point Jerky Boys: To the players who plunged into Fell's Point after the Fall: Glenn "Tertius Krieg" Andrews, Dale "St. Jude" Glasier, John "Buddha" Davis, Art "Annihilation" Lathrop.

The AOL Crew: Many people on AOL took the time to suggest material, references and provide criticism. Rob Barnes, Steve Barr, J. Crocker, James Davis, Mike Dean, Al Dickerson (thanks with interest), Sean "Master of My Domain" Fannon, Fernando Vigil, Joe "I *am* The Average Man!" Genero, Sonia Handforth-Kome, Bruce Harlick, Greg "Bonehead" Lloyd, Bob (Disinformer in Russian is...) O'Neal, Bruce Neidlinger, Robert Neumann, Marty 'Starjammer' Nix (Science god of the Hero System, Inspiration, and True Friend, without whom I never could have done this, and would have had to give up my writing career, such as it is), Steve Peterson, KC Ryan, Mark "Spence" Spencer, Bruce Tong, and David Utter. Thanks for the input, all. I appreciate it.

APA Central: Thanks to the following Hero APA authors for specific suggestions and criticisms: EROICA: Andy Mathews, Tim "Presence Defense is a bad, bad power" Binford, Greg Smith, Scott Jamison, Gary Mitchel, Martin Maenza, and David Utter. Rogue's Gallery: Will Geiger, Scott Heine, Steve Perrin, Nonie Rider, and Scott Bennie. Clobberin' Times: Brian Curley, Kaye Dunham, Joel Levy, Troy Hickman, KC Ryan, and Charles Brown. Thanks, all.



Thanks also to Mitch Michaelson whose review of *Underworld Enemies* in *Morningstar Rising* helped convince me that a story format could work within a Hero book.

Last, but not least, thanks also goes to my good friend Lisa Reneé Butler, who always reminds me that I'm going to hell for writing books like this.

Abbreviations

Throughout the book, some supplements and campaign books are referred to extensively. For the sake of convenience, and to allow more new material to be presented, the title of the books have been reduced to the following abbreviations:

A	=	<i>New Bedlam Asylum</i> (self-referential)
DC	=	<i>Dark Champions</i>
I4I	=	<i>An Eye for an Eye</i>
JNL	=	<i>Justice Not Law</i>
MR	=	<i>Murderer's Row</i>
SS	=	<i>Shadow Syndicates</i>
UE	=	<i>Underworld Enemies</i>
UM	=	<i>The Ultimate Mentalist</i>
UMA	=	<i>The Ultimate Martial Artist</i>

These references, whenever possible, include a page number for convenience.

Note: All references to the "Champions Rulebook" in the text refer to the *Champions Fourth Edition Rulebook*.

